



METAL GEAR SOLID[®]

PORTABLE OPS PLUS

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For safe use of this product, carefully read the following section of this manual and the **Precautions** section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. **Retain both this software manual and the instruction manual for future reference.**

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

METAL GEAR SOLID®

PORTABLE OPS PLUS

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Online Service Agreement

Please check the Online Service Agreement that is displayed before you go online and play Metal Gear Solid®: Portable Ops Plus in accordance with the rules of the Agreement.

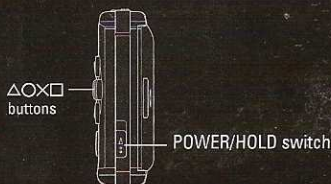
The Online User Agreement contents are subject to change without notice. Please check the latest Agreement from the site below or when using the service for the first time. In the event the Online Service is terminated for any reason, a 30-day advance notice will be given at the site below.

Our game software network service itself is provided free of charge, but please be aware that charges from your internet provider may apply.

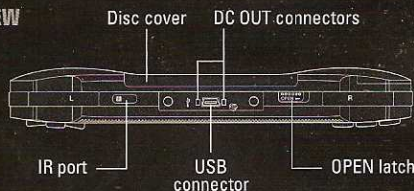
<http://www.konami.jp/mpo+>

- Derived from the RSA Data Security, Inc. Md5 Message-Digest Algorithm
- Copyright 1992 Livingston Enterprises, Inc.

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the **METAL GEAR SOLID®: PORTABLE OPS PLUS** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

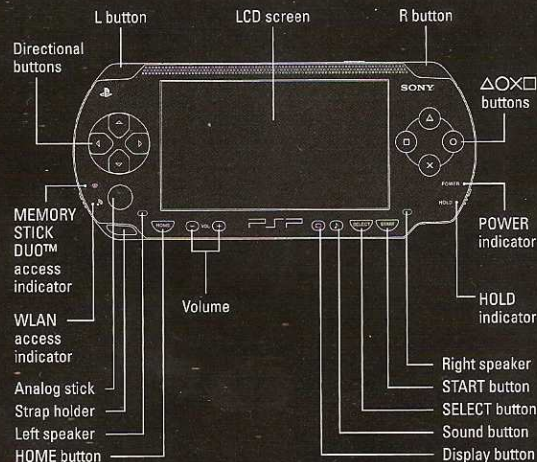
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

To save data, at least 352 KB of free space is required. You can save three separate sets of data on one Memory Stick Duo™ or Memory Stick PRO Duo™.

PSP® (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



BASIC CONTROLS

Directional buttons	• Control the camera.
Analog stick	• Move.
○ button	• Equip/remove weapons or equipment by holding down the ○ button and pressing the directional buttons up, down, left or right. • Accept menu items.
× button	• Press once to crouch, and again to stand up. • Press while running to roll. • Cancel menu items.
△ button	Action button: • Press while moving to stalk. • Flatten against a wall or surface.
Ⓜ button	Attack button: • Use weapon (if you are wielding a weapon). • Fight (CGC - if you are not wielding a weapon).
R button	• Press and hold the R button to switch to first-person view and wield your weapon.
L button	• Lock-on: The camera moves behind you as you wield your weapon.
SELECT button	• Radio (see p.14).
START button	• Pause Menu (see p.19).

KEY CONFIG

Note: All controls in this manual are based on the initial settings. You can change the controls using Key Config. You can assign each function to a different button. For each control, select the button you want to use with the directional buttons. Press up or down to select the control, and then press left or right to select the button.

Assign the following actions to the ○, ×, △, Ⓜ, L and R buttons and the directional buttons: Action/Lock-on/Attack/Fight/Camera/Equip/Crouch/Stalking-Stick.

Note: You cannot assign Equip to the L button or R button.



WHAT IS THE "+" IN METAL GEAR SOLID®: PORTABLE OPS PLUS?

INFILTRATION+ (DEEPER INFILTRATION SYSTEM)

A new single player mode, Infinity Mission, in which you advance from start to finish through successive stages. Equipment and allies must be procured during the mission, and if you are wiped out during the stage, all your progress will be lost. Because the strategy required for clearing the missions changes each time, you can play over and over. The further you go, the tougher the enemies become. The fastest way to assemble an elite unit is to capture enemies and turn them into allies.

Infiltration.....p.14	Boss Rush.....p.37
Infinity Mission.....p.18	Training.....p.37

SOLDIERS+ (NEW SOLDIERS)

- + Raiden, Roy Campbell, and Old Snake from MGS4 join the battle! Over 130 types of soldiers available, and up to 200 individuals can be enlisted.
- + Recruit powerful allies by meeting the AP Scan System requirements. The requirements are different for each soldier.
- + Exchange soldiers with people across the country with the Online Trading Mode.
- + Carry over saved data from Metal Gear Solid®: Portable Ops.
- + The soldiers' skills improve as they are deployed into battle. Train your soldiers to create the ultimate unit. New careers available.

Transferring soldiers over from MPO.....p.5	AP Scan.....p.25
Career.....p.22	Password.....p.25
Trading.....p.23	Online Trading.....p.26

HEAD-TO-HEAD+ (IMPROVED VS MODE)

- + Increased number of popular stages from the Metal Gear universe. Battle in 15 different levels.
- + As a bonus stage, added "Rex Hanger" from the original Metal Gear Solid®.
- + Chat during the battle!
- + Addition of new modes, "Shooting Range" to test your shooting skills and "Chat Room" for chatting.
- + Take snapshots for your memories!
- + 13 new animations available—no longer just salutes.
- + Compatible with the original lobbies from MPO. Play with compatible soldiers! New characters are only playable in "1."
- + Inclusion of a beginner's mode. Added a lobby specifically for beginners, special markings for beginners, as well as a training model!

Snapshot Mode.....p.6	Salutes/Animations/Beginner Mark.....p.30
Shooting Range/Chat Room.....p.28	Matches against MPO.....p.31
Chat.....p.28	Beginner's Lobby.....p.31

Metal Gear Solid®: Portable Ops Plus (MPO+) is a new game built upon Metal Gear Solid®: Portable Ops with new missions, new weapons, and new characters. You will be able to play against players who have the original Metal Gear Solid®: Portable Ops.

COMPATIBILITY WITH METAL GEAR SOLID®: PORTABLE OPS (MPO)

Ad Hoc Battles (p.32)	If the MPO side is the host, only the Virtual Battle Mode is available. There are limits to the available soldiers and stages.
Infrastructure Battles (p.30)	If the MPO side is the host, only the Virtual Battle Mode is available. There are limits to the available soldiers and stages.
Free Versus	You cannot battle against MPO players.
Cyber-Survival+	You cannot battle against MPO players.
Save Data (p.5)	You can transfer MPO save data into MPO+. You cannot use MPO+ save data in MPO.
Trade	You cannot trade with MPO players.
Online Trade	You cannot trade with MPO players.

TITLE MENU

NEW GAME

Begin a new game. Enter your player name to begin the game.

LOAD GAME

If you have a previously saved data, choose this option to continue your saved game.

DELETE

Remove unwanted data.

FREE VERSUS

Battle against other players even if you do not have a unit (see p.27).

SAVING

To save, select SAVE GAME from the in-game System Screen.

LOADING

You can resume a saved game using data saved to a Memory Stick Duo™ or Memory Stick PRO Duo™. To load a saved game, select LOAD GAME from the Title Menu. Or, you can select LOAD GAME from the in-game System Screen.



GAME SHARING

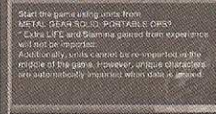
Share the MPO+ game with other PSP® systems (see p.35).

OPTIONS

Change various settings (see p.6).

KEY CONFIG

Change various system displays and controls (see p.3).



You can use save data created in Metal Gear Solid®: Portable Ops in MPO+. To carry over the save data from Metal Gear Solid®: Portable Ops, select NEW GAME and load the save data. You cannot, however, use MPO+ save data in Metal Gear Solid®: Portable Ops.

Adjust various system displays and controls.

NORMAL CAMERA

Up/Down	Adjust up/down controls for normal camera.
Left/Right	Adjust left/right controls for normal camera.
Rotation Speed	Adjust rotation speed for normal camera. Larger values indicate faster rotation.

FIRST-PERSON VIEW CAMERA

Up/Down	Adjust up/down controls for first-person view camera.
Left/Right	Adjust left/right controls for first-person view camera.
Rotation Speed	Adjust rotation speed for first-person view camera. Larger values indicate faster rotation.
Initial Direction After Switch	Set the camera direction when switching to first-person view to the direction the player is facing, or the direction the camera was facing.
Switch Movement and Camera Controls	Adjust whether the movement and camera controls are switched when switching to first-person view.

CONTROL TYPES

Crouching	Adjust whether you need to keep the button held down when crouching.
Stalking	Adjust whether you need to keep the button held down when stalking.

QUICK CHANGE TYPE

Equip/Unequip Type	Switch between holding a weapon to not holding a weapon with the  button.
Loop Type	Pressing the  button during gameplay cycles through all the different weapons you have.

SNAPSHOT MODE

You can take snapshots of the game screen while you are playing a network battle. Snapshots you have taken will be stored in the Memory Stick Duo™ in the folder (PICTURES/MPOPLUS).



This software is based in part on the work of the Independent JPEG Group.

How to take snapshots

1. Press and hold the SELECT button and press the START button.
2. Snapshots taken will be saved automatically in the folder.



NAKED SNAKE



OLD SNAKE



ROY CAMPBELL



RAIDEN



GENOME SOLDIER



GURLUKOVICH SOLDIER



HIGH-TECH SOLDIER



TENGU SOLDIER



SEAL



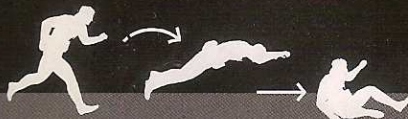
MOVE (RUN)

Press the analog stick to move.



MOVE (STALK)

Press and hold the action button (△ button) while moving to stalk quietly. Stalking is a careful form of walking that minimizes the sound of footsteps and lowers the chance of detection by enemies.



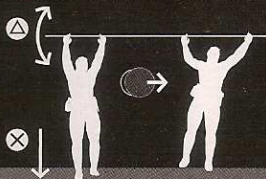
ROLL (DIVING FORWARD ROLL)

Press the crawl button (× button) while running to do a diving forward roll. You can use this to jump over obstacles or move quickly between shadows. By rolling near an enemy soldier, you can knock him over. You can also keep the crawl button (× button) held down while rolling to land in a crawling position.



CROUCH/CRAWL

Press the crawl button (× button) while standing still to crouch. If you move while crouching, you will crawl. While crouching or crawling, you can hide behind low obstacles without being spotted by enemies.



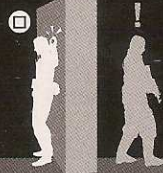
ELUDE (HANGING)

Press the action button (△ button) when in front of railings or cliffs to hang from them. Press the action button (△ button) again to return to your original position. Press the crawl button (× button) to let go and fall. Be careful not to fall from too high of a place as you will take damage.



FLATTEN AGAINST WALLS (LOOK)

Press the stalking button (△ button) while moving toward a wall to flatten against the wall. You can stay flattened against the wall as long as you keep the stalking button held down. Move while holding down the stalking button to move along the wall. When you reach the end of the wall, you can peek around it to the other side.



MAKE NOISE

Press the attack button (□ button) while flattened against a wall to knock on it and make noise. You can use this to draw enemy soldiers' attention.



EMERGING ATTACK

Press the lock-on button (L button) while locking to wield your weapon and jump out.



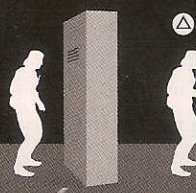
CLIMB UNEVEN AREAS

For uneven areas and height differences less than waist height, you can move toward the uneven area and press the action button (△ button) to climb it.



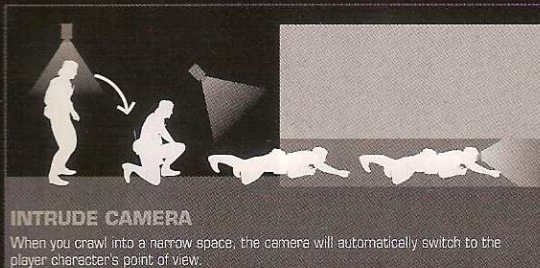
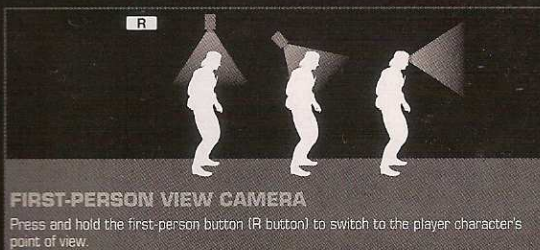
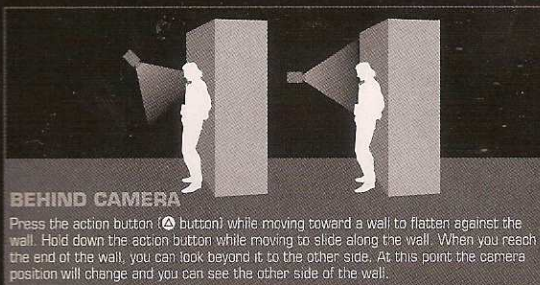
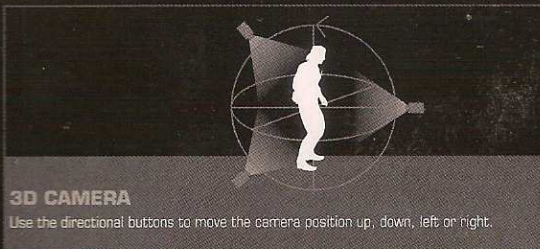
LADDERS

Press the action button (△ button) in front of a ladder to grab the ladder then use the analog stick to move. Press the crawl button (× button) at the top of a ladder to jump down the ladder.



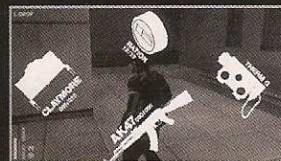
LOCKERS

Press the action button (△ button) in front of a locker to open it. Get into a locker to close the door and hide. To get out of the locker, press the action button (△ button) again.



BASIC CONTROLS: EQUIPMENT

During the mission, you are able to equip one weapon and one item. Press the equip button (E button) to open the equipment window. There are four slots, and you can use the directional buttons to select weapons to equip or remove. Press the L button to enter drop mode, where you will throw away the item you have selected.



BASIC CONTROLS: FIGHTING

ATTACKING WITH WEAPONS:



Attack/Lock-on

Press the lock-on button (L button) to wield a weapon and lock on to the enemy in front of you. You can then press the attack button (B button) to use the weapon to attack your target.



Attack in First-person View

Press and hold the first-person view button (R button) to switch to first-person view and ready your weapon. You can then press the attack button (B button) to use the weapon to attack your target. While in the first-person view, press the lock-on button (L button) to center the aim, which may make it easier to aim.

Aiming with the Scope

With some weapons, you will attack in first-person view. For these weapons, you will automatically switch to first-person view when you equip the weapon. Press the first-person view button (R button) to wield the weapon, then press the attack button (B button) to use the weapon and engage the enemy. If you press the lock-on button (L button) to wield the weapon, you will enter scope mode. In scope mode, use the action button (A button) to adjust the scope's magnification.



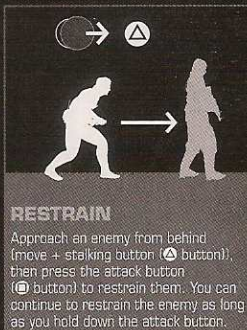
Striking

If you equip certain weapons, or if you press the attack button (B button) while unarmed, you will perform striking attacks such as punches. By pressing the attack button repeatedly, you can execute a combo that ends in a kick. If you do enough damage, the enemy soldier will lose consciousness.

If you equip a weapon and press the attack button, you can perform a melee attack using that weapon for increased damage.

Close Quarters Combat (CQC) is a fighting technique effective against enemies in close proximity. Once you restrain an enemy, you can then move into a variety of actions such as inflicting damage on the enemy, using the enemy as a shield, or performing interrogations.

You can grab the enemy with CQC only if you are unarmed, or armed with a weapon such as a survival knife or handgun. Weapons that can be used for CQC have "CQC" in the weapon icon.



HOLD-UP

Stalk an enemy from behind (move + stalking button (△ button)) to approach, then wield your gun and "hold up" the enemy. Raise your gun and press the attack button (□ button) to restrain the enemy. While holding up the enemy, if you swing around in front of him and aim at his head or fire a warning shot (without hitting him), he will become frightened and drop an item.



FREEZE

After dragging the enemy to the ground, you can use a gun to force them to freeze.



When you are not holding a weapon, stand near a dead or unconscious soldier and press the attack button (□ button) to grab the enemy's body. Then, move to drag the enemy soldier.



Press the SELECT button to enter radio mode. In radio mode, you can talk to a variety of people.

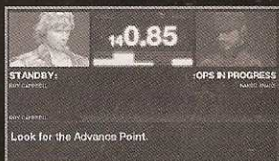
USING THE RADIO

1. In radio mode, press left or right on the directional buttons to adjust the frequency.
2. Press the  button to open communications. You can fast forward through dialog with the  button.
3. Press the SELECT button while you are not communicating, or press the  button to exit radio mode.

CALL Display

When someone calls you over the radio, a white CALL display will appear on the screen. If you press the SELECT button while the CALL display is on-screen, communications will begin.

For important communications, a red CALL display will appear, and radio mode will begin automatically.



3. Surround indicator

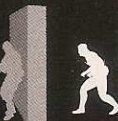
A radar that displays sounds from the surroundings in visual form; also displays sounds from your surroundings in wave form. Enemy soldiers may be hiding nearby, even if they are not visible. Watch the wave forms carefully.

When an enemy soldier approaches, the distance between you and the enemy is displayed in color. When the enemy is nearby, the enemy's location is displayed as a dot.

The wave forms displayed in the center indicate the sounds made by the player.

- + When displayed in blue, you may be spotted by the enemy.
- + When displayed in red, your footsteps may be heard by the enemy.
- + When there is an enemy nearby, you may be discovered by your footsteps.

Note: The "N" mark indicates north.



BLUE (far)



RED (near)

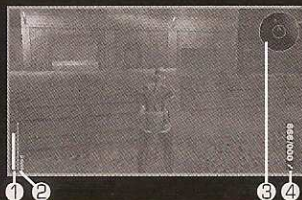
4. Equipped weapon

Displays the currently equipped weapon. Weapons equipped with silencers have a gauge that displays the remaining effectiveness of the silencer. The silencer is effective as long as the gauge is displayed, and it will be hard for the enemies to detect.

INFILTRATION

VIEWING THE SCREEN

1. LIFE gauge
2. Stamina gauge
3. Surround indicator
4. Equipped weapon
 - Suppressor
 - Ammo
 - Rounds remaining in the magazine



1. LIFE gauge

If your LIFE gauge runs out, you will die. Dead soldiers will be removed from the unit. Refill your life gauge by using medical kits.

2. Stamina gauge

When you move around, your stamina will decrease. Stamina will also decrease if you are hit by fighting attacks or a tranquilizer gun. If stamina reaches zero, you will lose consciousness. You can recover stamina by eating rations.

CAPTURE ENEMY SOLDIERS



Drag Them Onto the Truck

Knock enemy soldiers unconscious and put them in the truck to capture them. Captured enemies will become part of your unit. Prisoners turned into teammates will be treated as new recruits.



Have Your Comrades Pick Them Up

Drag unconscious enemies near teammates hiding in cardboard boxes and call in a retrieval with the radio. A truck will come to pick up the enemies. You can also alert teammates hiding in cardboard boxes (i.e., by striking the boxes) and they will carry the enemies onto the truck.

SOLDIER'S APPEARANCE

Enemy soldiers have trouble finding soldiers wearing the same uniform. During infiltration, a camouflage icon will appear if you are deceiving the enemy successfully.

If you do something that draws attention, the camouflage icon disappears and even enemy soldiers wearing the same uniform will detect you.



camouflage icon



INFILTRATION MODE

The normal condition in which the player character has not been detected by the enemy. In infiltration mode, enemy soldiers patrol their assigned routes and check for any abnormalities. Enemy soldiers will leave their patrol routes and investigate if they see or hear anything suspicious.

If the player character is detected by an enemy soldier, alert mode will begin. If you can escape the enemy's field of vision and the phase gauge reaches zero, the next phase will begin.



Alert Mode
(red)



Evasion Mode
(orange)



Caution Mode
(green)

ALERT MODE

The state in which you have been detected by the enemy. In alert mode, enemy soldiers will use their radios to call for backup and attack. To end alert mode, you must escape from the enemy or defeat the enemy soldiers.

After you escape the enemy's field of vision and the phase gauge reaches zero, you will move to evasion mode.

EVASION MODE

In evasion mode, enemy soldiers are on high alert.

After a set amount of time elapses and the phase gauge reaches zero, you will move to caution mode.

CAUTION MODE

In caution mode enemy soldiers patrol on heightened alert. They may also increase the number of soldiers in certain areas.

When the caution mode phase gauge reaches zero, you will return to normal infiltration mode.

ENEMY CONDITION



Unconscious



Sleeping



Suspicious



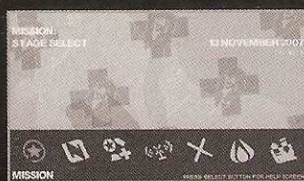
Alerted to noise
(blue '!')



Alerted - found player
(red '!')

MAIN MENU

When the game begins, the seven selections below appear. Use the directional buttons to select an option and press the **○** button to enter. Press the **SELECT** button to bring up the help menu to read the explanations.



INFINITY MISSION

Deploy your squad into a stage. You can select the difficulty of the stage.



MANAGE (SQUAD FORMATION)

Place sneaking units, spy units, technical units and medical units. You can also equip weapons here (see p.20).



STATUS (SQUAD STATUS)

Display squad information including weapons, ammunition, rations, numbers of items, and various other squad information (see p.24).



RECRUIT

Scan nearby wireless AP's (access points) to find new recruits (see p.25).



MATCH (VS BATTLES)

Use your squad to fight against another player's squad. Or, deploy your squad out into the network (CYBER-SURVIVAL) (see p.21).



TRAINING

Take on simple missions to refine your skills (see p.37).



SYSTEM

Save/load data, adjust key configuration/options, or return to the Title Screen.

Begin an infiltration operation. Obtain various weapons and gain experience. More difficult missions become available once you complete a mission all the way through.



MISSION FLOW

1. Difficulty Selection

On the Briefing Screen, select a stage from the overall map. A difficulty selection screen will appear.

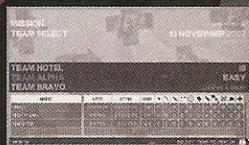
- Easy: A simple mission. Beginners should start here.
- Normal: The difficulty is set for beginners. The stage will change each time you play.
- Hard: The difficulty is set for intermediate to advanced players. The stage will change each time you play.

2. Squad Selection

Select the squad to deploy.

3. Start the Mission

Start the stage infiltration. Each stage has a goal. When you reach the goal, the stage will be cleared, and a new stage will start.



4. Special Mission

Some stages have special missions. Read the mission objective carefully and fulfill the requirements to clear the stage.

- Covert Mission: Reach the goal without being spotted by the enemies.
- Neutralization Mission: Neutralize all enemies within the stage.
- Time Limit Mission: Reach the goal within the specified amount of time.

5. Simple Briefing

When you clear the special mission, a simple debrief screen will appear. You will be able to organize weapons you have acquired during the mission, as well as any soldiers you have captured.



6. Return to Mission

Once you exit the simple debrief screen, you will enter a new stage.

7. Mission Failure

If your entire squad is defeated or you fail to meet the special mission requirements, you will lose all acquired items as well as any soldiers captured and return to the beginning briefing screen. Proceed through the mission carefully.

8. Mission Cleared

Once you complete all the stages, you will receive a bonus. A new difficulty level will be added as well.

Titles

Characters that reach the goal will receive various titles depending on how well they do. Collect all kinds of titles!

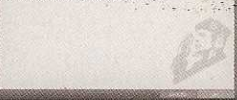
ABORTING MISSIONS

A mission will end if:

- Your entire squad is defeated.
- You fail to meet the special mission requirements.
- You select "RETURN TO BRIEFING" from the pause menu.

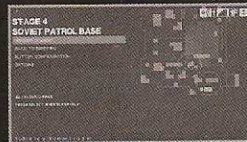
If you abort a mission, you will lose all items acquired in the mission along with any captured soldiers, and your squad will be returned to the state they were in before the start of the mission.

Discard all items gained during this mission and go back to initial preparation screen.



PAUSE MENU

If you press the START button during a mission, a menu and a map will be displayed.



MEMBER CHANGE

The character you are currently controlling will hide, and a teammate will be ready for action. The enemy positions in the stages are well defended. Switch your player characters strategically to take advantage of their abilities.

1. Selecting a Hiding Spot

You can select a place for your player character to hide. Places you can hide will be marked on the stage map. Select with the directional buttons, and enter with the **○** button. You cannot change members if there are no places to hide or if you have been spotted by the enemy.



2. Select a Teammate to Control

Select a player character to control. Locations of hiding player characters will appear on the stage map. Select one with the directional buttons and enter with the **○** button. You will control the player character starting from their hiding spot.

RETURN TO BRIEFING

The team pulls out, and the Briefing Screen appears. Team status and ammunition return to their previous states before the start of the mission.

KEY CONFIG

Adjust the key configuration (see p.5).

OPTIONS

Adjust options (see p.6).

MAP DISPLAY DETAIL LEVEL

The level of detail displayed on the maps will vary depending on the SNS (sense) skill level of the spy unit deployed at that stage.

Level 1: Outdoors

Level 2: Outdoors and indoors

Level 3: Outdoors, indoors and items

Press the **△** button to display different floors.

Press the **□** button to display icon explanations.



Make changes to the soldiers in your squad. Here, each group is called a unit. Units have a variety of functions. They can infiltrate a stage and conduct reconnaissance, or conduct medical or technical research.

FUNCTIONS OF EACH UNIT



SNEAKING UNIT

The unit that the player controls to clear missions. Up to four members can make up one unit to take on infiltration operations. Up to eight different units can be configured.



SPY UNIT

The spy unit collects various information. Up to eight members can be registered in the unit. They can carry items developed by technical and medical units on to the stages. The spy level will change based on the number of members and their individual skills. The number of items displayed on the map increases as the unit's spy level goes up.



TECHNICAL UNIT

This unit creates weapons and items. Up to eight members can be registered in the unit. The technical level will change based on the number of members and their individual skills, and various items will be developed.



MEDICAL UNIT

This unit creates life and stamina recovery items. Up to eight members can be registered in the unit. The medical level will change based on the number of members and their individual skills, and various recovery items will be developed.



INDEPENDENT UNIT

Members that do not belong to a specific unit are placed in this unit.



ROOKIES

Members new to your squad can be assigned to various units.



ALL

All soldiers the player has are listed here.

THE UNIT LIST

When you select MANAGE, the unit list is displayed. The units are divided into tabs, and the maximum number of soldiers you can have is 200.



Press up/down on the directional buttons to select a soldier, and left/right on the directional buttons to select a tab. Choose a soldier with the  button, and that soldier will be marked with a ★ icon. Then choose another soldier to switch their positions. Press the  button to enter sort mode. Press left/right to select a parameter and enter with the  button. Press the  button to display the soldier's status screen.



Deployed in Cyber-Survival

Soldiers deployed in Cyber-Survival will be marked by an icon. You will not be able to reassign them until they are extracted from Cyber-Survival.



Deployed in Online Trade

Soldiers deployed in Online Trade be marked by an icon. You will not be able to reassign them until they are extracted from Online Trade.

VIEWING THE SOLDIER'S STATUS SCREEN

You can view your soldier's stats here.



LIFE

Decreases when the soldier takes damage from attacks. The soldier dies when life reaches zero.

STMN (stamina)

When a soldier moves around, their stamina decreases. Stamina also decreases if the soldier takes damage from attacks or a tranquilizer gun. If stamina reaches zero, the soldier will lose consciousness and you must select another character.

SNS (sense)

This affects the amount of map detail displayed in the pause menu. It also affects the results of intelligence activities.

CAREER

Each character comes with a career. With the career comes specialized skills/effects.

SKILLS LIST

A listing of skills that individual soldiers have:



Handgun

Changes by level:
Grouping accuracy



Submachine gun

Changes by level:
Grouping accuracy



Assault rifle

Changes by level:
Grouping accuracy



Shotgun

Changes by level:
Grouping accuracy



Sniper rifle

Changes by level:
Grouping accuracy



Heavy weapon

Changes by level:
Grouping accuracy



Knife

Changes by level: Damage
S = Can use all CGC
A = Cannot use "stagger" CGC
B = Cannot use "grab" CGC
C = Cannot use any CGC



Throwing weapons

Changes by level:
Throwing accuracy



Traps

Changes by level:
Setup speed



Technical skill

Changes by level:
Affects technical level



Medical Skill

Changes by level:
Affects medical level

Some skills that reach level S2 and S3 have special functionality.

CAREER LIST

A listing of careers soldiers have:

- ATHLETE**
Runs faster than normal soldiers.
- QUARTERBACK**
Increased throwing distance.
- ARTIST**
Impervious to dirty magazines.
- SCOUT**
Sneaks faster than normal soldiers.
- RESCUER**
Drags enemy soldiers at faster pace.
- GAMBLER**
Nails (and receives) more headshots.
- SURVEYOR**
Area deployed in becomes more detailed.
- SPY**
Lowers health of enemies in area where deployed.
- ARMS DEALER**
Increases weapon surplus in area where deployed.
- ARMS SPECIALIST**
Increases max ammo count of all players.

- ELITE ENGINEER**
Greatly enhances weapons development.
- ENGINEER**
Increases battery life for items.
- CHEMIST**
Improves development of medical supplies.
- DOCTOR**
Improves the effectiveness of medicines.
- NUTRITIONIST**
Improves the effectiveness of rations.
- POLITICIAN**
Improves the deployment chance of the Fulton extraction system item on the map.
- DELIVERYMAN**
Added ability to send items and equipment back to truck.
- STUNTMAN**
Recovers quickly from losing consciousness by pressing a button.
- DECOY UNIT**
Increases chance of a strong enemy appearing on the map.
- ACUPUNCTURIST**
Able to recover the health of teammates by shooting them with the tranquilizer gun.

MANAGE MENU

Press the **△** button in the soldier's status screen to open the menu.



CHANGE EQUIPMENT

1. Select Slot

There are four equipment slots on the Status Screen. Select a weapon for a slot with the directional buttons, and press the **△** button to enter.

2. Weapon Select

An inventory list of weapons and items will appear. Select the weapon or item you want to equip with the directional buttons, and press the **△** button to enter.

RENAME

Use the software keyboard to enter a new name for the character. (The name can be up to 16 characters long.)

Software Keyboard Controls:

- directional buttons: move cursor
- △** button: select/input letter
- ⏏** button: delete letter/backspace
- L** button: move cursor during name input
- R** button: move cursor during name input
- ✕** button: close software keyboard

USE ITEM

1. Display weapon/item inventory

The weapon and item inventory list will open.

2. Select weapon/item

Select the item you want to use with the directional buttons, and press the **△** button to enter.

COMRADE DISCHARGE

Remove a soldier from the squad.

TRADE

You can trade soldiers with other MPO+ players (see p.23).

TRADE (SLEEP MODE)

(Passing trade)

By carrying around your PSP® system placed in sleep mode, you will be able to trade soldiers with other players automatically (see p.23)



HOW TO TRADE

You can trade comrades with other Metal Gear Solid®: Portable Ops Plus players by using the PSP® system's Wireless (WLAN) Ad Hoc Mode. Turn on the PSP® system's Wireless (WLAN) switch, and place the two PSP® systems within 32 feet of each other.

- Note 1: See p.32 for Ad Hoc Mode.
- Note 2: You cannot trade with Metal Gear Solid®: Portable Ops.

1. Switch on the Wireless (WLAN)

Turn on the PSP® system's Wireless (WLAN) switch.

2. Select Manage

On the MPO+ Briefing Screen, select MANAGE.

3. Select Soldier

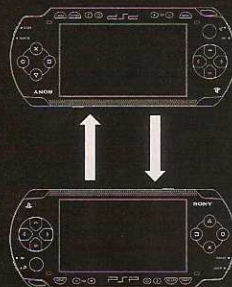
Choose a soldier to trade away, then press the **△** button to open the Status Screen.

4. Manage Menu

Press the **△** button to open the menu, then select TRADE.

5. Begin Trade

When a trading partner's PSP® system is found, information on the partner's soldier will appear. To trade, press the **△** button. To cancel, press the **✕** button.



HOW TO USE TRADE (SLEEP MODE)

By putting your PSP® system in sleep mode and walking around, you can automatically trade soldiers with other Metal Gear Solid®: Portable Ops Plus players using the PSP® system's Wireless (WLAN) Ad Hoc Mode.

Turn on the PSP® system's Wireless (WLAN) switch, and take the PSP® system outside.

1. Switch on the Wireless (WLAN)

Turn on the PSP® system's Wireless (WLAN) switch.

2. Select Manage

On the MPO+ Briefing Screen, select MANAGE.

3. Select Soldier

Choose a soldier to trade away, then press the **△** button to open the Status Screen.

4. Manage Menu

Press the **△** button to open the menu, then select TRADE (SLEEP MODE). The PSP® system will enter sleep mode.

5. Carry Around the PSP® System in Sleep Mode

If you encounter another MPO+ player in TRADE mode or TRADE (SLEEP MODE) mode, the trade will take place automatically.

6. Exit Sleep Mode

To exit sleep mode, slide the POWER/HOLD switch on the bottom right of the PSP® system. (Holding it for too long will turn the power off – simply slide the switch and let go.)

Note: Your PSP® system battery is used during sleep mode. If the battery runs out while the PSP® system is in sleep mode, the game will not return to the same state when you exit sleep mode. When playing the game, be sure to save on a regular basis.

View your squad's condition. Press left/right on the directional buttons to view different categories.



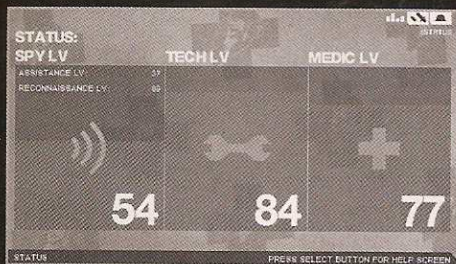
Unit Condition



Weapon Stock



Item Stock



SPY LV (SPY LEVEL)

The level of the spy unit. As the level increases, more items will be available on the map. The level is determined by the affiliated soldier's skill. Look for soldiers with backgrounds in spying.

TECH LV (TECHNICAL LEVEL)

The level of the technical unit. As the level increases, weapons and items will be developed. The level is determined by the affiliated soldier's skill. Look for soldiers with high equipment skills and technical backgrounds.

Weapons and items developed will be delivered to the stage by the spy unit.

MEDIC LV (MEDICAL LEVEL)

The level of the medical unit. As the level increases, life and stamina recovery items will be developed. The level is determined by the affiliated soldier's skill. Look for soldiers with high medical skills and medical backgrounds.

Recovery items developed will be delivered to the stage by the spy unit.

DETAIL LV (DETAIL LEVEL)

The level of spy unit soldiers with backgrounds as surveyors. As the level increases, the maps become more detailed. The level is determined by the number of soldiers with backgrounds as surveyors.

ASSIST LV (SPY LEVEL)

The level of spy unit soldiers with backgrounds as spies. As the level increases, the enemies' health will decrease. The level is determined by the number of soldiers with backgrounds as spies.

In MPD+, there are various ways of obtaining new team members other than from the stages. You can recruit new members using the AP SCAN and PASSWORD options. You can also use the PSP® system's Infrastructure Mode to access ONLINE TRADE. Select with the directional buttons and press the button to enter.

Warning: Do not use AP Scan in crowded areas, or areas where it is prohibited. Do not enter private property or restricted areas. Be aware of your surroundings, and do not swing around the PSP® system or peripherals.

AP SCAN (WIRELESS LAN ACCESS POINT SCAN)

Find wireless access points indoors and outdoors using the PSP® system and recruit new infiltration units.



1. Switch on the Wireless (WLAN)

Turn on the PSP® system's Wireless (WLAN) switch.

2. Select Recruit

On the MPD+ Briefing Screen, select RECRUIT.

3. Select AP Scan

Select AP Scan to open up the infiltration unit select screen. Press the directional buttons to select the unit to deploy, and press the button to enter.

4. Signal Meter Display

A meter will be displayed. The meter will move left or right depending on the signal strength.

5. Obtain a New Character

Once the meter crosses a threshold, you will receive a new character (soldier) for your squad. The status screen of the new soldier will be displayed.

6. If the Signal is Too Weak

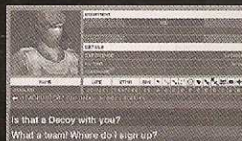
If the signal is not strong enough, you can boost the meter a bit by pressing the button. Press the button repeatedly to increase the meter.

7. AP Scan Failure

If you fail, the soldier's status screen will be displayed. In order to raise the success rate of the AP Scan, the infiltration unit must meet the requirements of the soldier you are trying to recruit.

8. Abort AP Scan

You can abort AP Scan by pressing the button.



PASSWORD

You can enter special passwords to recruit new soldiers for MPD+. Passwords will be released via various media outlets, so be sure to look out for them.

You can trade comrades with other Metal Gear Solid®: Portable Ops Plus players by using the PSP® system's Wireless (WLAN) Infrastructure Mode. Turn on the PSP® system's Wireless (WLAN) switch.

Note: See p.30 for details on the Infrastructure Mode.

ONLINE TRADING

In this mode you can trade your infiltration units through online servers. By specifying trade requirements, you can exchange infiltration units with other player's units that meet your criteria.

A trade will occur if each person has a soldier the other wants. Only when both players' trading requirements are met will a trade occur.

1. Switch on the Wireless (WLAN)

Turn on the PSP® system's Wireless (WLAN) switch.

2. Select Recruit

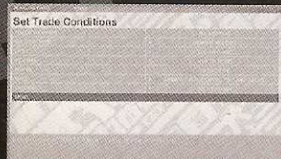
On the MPO+ Briefing Screen, select RECRUIT.

3. Select Online Trade

Select ONLINE TRADE, and select the infiltration unit.

4. Select Trade Requirements

To perform an online trade, you must enter in the criteria of the soldier you'd like to have. Select using the directional buttons and press the **○** button to enter.



Soldier Type

Select the type of soldier.

Life

Select the amount of life.

Stamina

Select the amount of stamina.

Sense

Select the amount of sense.

Skill

You can select one skill over S level.

Career

You can select one career type that the soldier has.

5. Send Your Unit to the Server

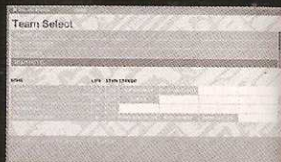
Send your selected unit onto the server. Trading with other players will begin. You must wait a certain amount of time for the exchange to occur.

6. Retrieve Your Traded Unit

Retrieve your infiltration unit. Select ONLINE TRADE within RECRUIT, and select the infiltration unit on the server.

7. Confirm Unit Exchange

If the conditions were met and the trade occurred, a trade result screen will appear. If the conditions are not met, the trade will not occur.

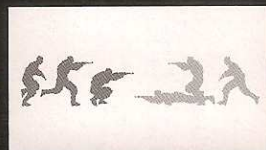


In Metal Gear Solid®: Portable Ops Plus, you can use the PSP® system's Wireless (WLAN) Ad Hoc Mode or Infrastructure Mode to play against other players. You can use the units you create to fight against other players. Matches can include up to six people.

THE THREE MODES:

REAL COMBAT MODE/VIRTUAL COMBAT MODE

In these two modes, you can use the soldiers you collect in the single-player mode to fight. The players select one sneaking unit each, and deploy them. The chosen unit will be sent out to the battlefield one soldier at a time. In Real Combat mode, characters cannot return if they die during battle. If you lose the match, your dead characters will be taken by your opponent. (If you win the match, you can take any characters you have defeated.)



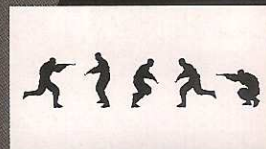
In Virtual Combat mode, there are no character transfers.

Note: You can connect via Ad Hoc (see p.32) or Infrastructure (see p.30) modes to play against others.

FREE VERSUS MODE

In this mode, you can freely participate in versus battles. You can play even if you do not have your own squad.

Note: You can only play Free Versus mode in Ad Hoc mode.



GAME SHARING

You can send a versus battle version of Metal Gear Solid®: Portable Ops Plus, to another PSP® system. If there are multiple PSP® systems in the same place, you can play in Free Versus mode (see p.35).



RULES:



DEATHMATCH

A match for individuals, without teams. Players earn points by defeating the other players. The player who earns the most points within the time limit wins the match. During the match, the player with the top score earns double points, but also loses double points. Kerotan (a frog) is displayed above the top player, and defeating the top player results in triple points.



TEAM DEATHMATCH

A red vs. blue team match. Each team is given a certain number of tickets to start. Defeat players on the opposing team, and reduce the opposing team's tickets to zero to win the match.



CAPTURE MISSION +

An individual battle for the Kerotan frog without teams. The player who can take the Kerotan and keep it for a set period of time in the goal area wins the match.



TEAM CAPTURE MISSION

A battle for the Kerotan. The red team and blue team try to take the Kerotan to their goal area, and defend it for a set period of time to win.



CHAT ROOM

An area where players are able to communicate with one another. Matches do not occur here.



SHOOTING RANGE

Divide into two teams and compete for the most targets hit in a set amount of time.

Respawning

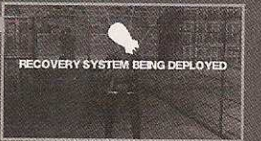
When a soldier is defeated, the next soldier in line is deployed. In Virtual Combat mode, the defeated soldier awaits their next deployment. In Real Combat mode, the defeated soldier is not resurrected.



Fulton extraction system (Retreat)

During a match, press the L button while holding the SELECT button to retreat. If you retreat successfully, the next soldier will be deployed. After a soldier retreats, they will recover their life and wait for the next deployment.

Note: You cannot escape by Fulton extraction from inside a building.



White flag

If you don't think you can win a match, you can choose "White flag" from the pause menu. All soldiers defeated during the round will be resurrected, but you will lose the RC TIME earned during the round, and your opponent's defeated soldiers will be resurrected as well.



During a match, you can communicate with your team members using radio communication. Communicate with them effectively to enhance team play. If you use hand-thrown chaff grenades, you can disrupt radio communication.

RADIO COMMUNICATION CONTROLS

1. Press the SELECT button during the battle

Press and hold the SELECT button to display radio communication categories. The categories are Attacking, Defense, Communication, and Answers.

2. Chatting available

If you press the C button while holding the SELECT button, you will begin a chat. Use the software keyboard to write the message.

3. Oppose the exclusion of an opponent

If the host attempts to kick you out of a match, you can object.

4. How to send preset messages

To send preset messages to other players, hold the SELECT button and select the message with the directional buttons. If you want to reselect the category, release the SELECT button and select again.

5. Select a preset message

After you select a category, four messages are assigned to up, down, left and right.

6. Press the directional button twice to send

Press the directional button that corresponds to the message you want to send, then press the same directional button again to send it.

7. Next message

You can press a different directional button to select a different message.

CATEGORIES

Press and hold the SELECT button and select a category with the directional buttons.

- L button: Fulton extraction
- R button: Salute
- C button: Chat
- X button: Object kick
- Y button: Motion

Hold the SELECT button and press the START button to take a snapshot.

Note: Only salutes can be used on the original "MPD" servers.



ATTACKING

Go, go, go!
Wait
It's the enemy!
Cover Me!

DEFENSE

Protect the target!
Hide
Let's stick together
Pull back

COMMUNICATION

Sorry
Please!
Good luck
Good job!

ANSWERS

OK
All quiet
No
Come with me!

SOFTWARE KEYBOARD CONTROLS

SELECT button +  button: Display chat keyboard

- directional buttons: move cursor
 button: select/input letter
 button: delete letter/backspace
L button: move cursor during name input
R button: move cursor during name input
START button: send to teammates
SELECT button: send to all
 button: switch preset message
 button: close software keyboard



OTHER COMMUNICATION CONTROLS

Motion

Press the SELECT button and the  button together during a match to bring up the motion select screen. Select with the directional buttons and press the  button to display the motion.

Saluting

Press the SELECT button and the R button together during a match to make the player character salute.

Beginner Mark

When you first begin match play, a beginner mark is placed on the player character. This mark will disappear after meeting certain conditions.

Snapshot

During the match, you will be able to take snapshots of the screen. Press and hold the SELECT button and press the START button to take a snapshot (see p.6).



SETTING UP A MATCH

THE TWO CONNECTION METHODS

MPO+ uses two versus formats:

Ad Hoc Mode (see p.32) connects multiple PSP® systems directly, and is useful when players gather in the same place.

Infrastructure Mode (see p.30) uses the internet. With wireless LAN hardware, you can play against faraway players.

MATCHES BETWEEN MPO+ and MPO (METAL GEAR SOLID®: PORTABLE OPS)

It's possible to set up matches between MPO+ players and MPO players. There are two lobbies, one for MPO+ and one for MPO. MPO+ players are able to join the MPO lobby. There are, however, some characters as well as weapons available in MPO+ that cannot be used in MPO lobby matches. Furthermore, MPO+ players cannot host matches in the MPO lobby.

CONNECTING VIA INFRASTRUCTURE MODE

Note: For details regarding Infrastructure Mode, see the PSP® system instruction manual and PSP® system Wireless (WLAN) information page.

1. Turn on the PSP® system's Wireless (WLAN) switch.
2. When using Infrastructure Mode for the first time, you will need to adjust the network settings on your PSP® system. To adjust the network settings, refer to settings information from your internet service provider and settings from your Wireless (WLAN) access point. If your network settings are already adjusted, continue with the connection.

3. If you wish to play a match with another MPO+ player, select: BRIEFING, then select: MATCH, then select INFRASTRUCTURE+. If you wish to play with a MPO player, select: INFRASTRUCTURE (ORIGINAL). In INFRASTRUCTURE+, you can use every character and weapon you have obtained, as well as play in the additional stages and use the new rules. In INFRASTRUCTURE (ORIGINAL), you can play with MPO players, but there are some restrictions:

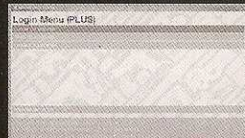
- An MPO+ player cannot host the match. The MPO side must be the host.
- You cannot play Real Combat mode. (You can only play Virtual Combat mode)
- You cannot use soldiers, weapons, stages, or rules that were added in MPO+.
- Soldier parameters will be adjusted to MPO specifications.



4. The access point selection screen will appear. To proceed, refer to settings information from your internet service provider and settings from your Wireless (WLAN) access point.
5. When you successfully connect to the internet, the METAL GEAR SOLID: PORTABLE OPS online agreement will appear. Use the directional buttons to agree or disagree, and enter with the  button.

6. Login Screen

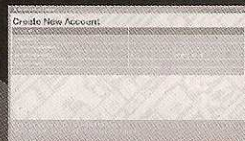
- Log in to server** – If you already have an account ID, log in from here.
Create an account – Create a new account ID.
Change password – Change the password on an existing account ID.



7. Create an account

- Account ID** – Enter the Account ID you want, using 3 to 15 letters and numbers.*
Password – Enter the password for your Account ID, using 6 to 15 characters.
Confirm password – Re-enter the password for confirmation.
Save password – Select whether to save the password to a Memory Stick.
Player name – Enter the Player Name you want, using 3 to 15 letters and numbers.*

- You can create up to three accounts on each save data.
- If the Account ID or Player Name you want has already been registered by another player, they cannot be used. Try entering a different Account ID or Player Name.



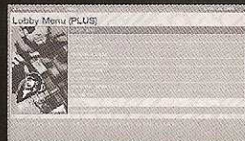
8. Log in to the server

- Account ID** – The Account ID you registered when creating the account.
Password – The password you created along with your Account ID.

9. When your Account ID is authenticated, the lobby list appears. Select the lobby you want to enter. A beginner's only lobby is available.

10. Select an item from the lobby menu.

- Quick-join a game** – Select rules and automatically join a game
Join a game – Select a game to join from a list of hosts.
Create a game – Act as the host and set game rules (see p.33).
Personal data – View your own records, friends list and blacklist (see p.35).
Player ranking – View the rankings list (see p.35).
Game options – Adjust settings for game controls and displays.
Online news – Important messages and event information. Please be sure to read them.
Personal messages – View messages addressed to you.
End online mode – End the connection and log out.



11. Begin the match

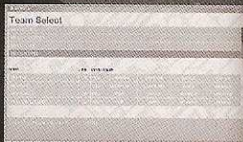
- Select team to deploy** – Select a team to deploy from your squad.

After the rule explanation, the teams are divided into red and blue teams if it is a team match, and the game will begin.

CONNECTING VIA AD HOC MODE

Ad Hoc Mode connects multiple PSP® systems directly. It is used when players gather in the same place. Use this mode if you have multiple players around.

1. Turn on the PSP® system's Wireless (WLAN) switch.
2. If you wish to play a match with another MPO+ player, select BRIEFING, then select MATCH, then select AD HOC+. If you wish to play with a MPO player, select AD HOC (ORIGINAL). In AD HOC+, you can use every character and weapon you have obtained, as well as play in the additional stages and use the new rules. In AD HOC (ORIGINAL), you can play with MPO players, but there are some restrictions:
 - An MPO+ player cannot host the match. The MPO side must be the host.
 - You cannot play Real Combat mode. (You can only play Virtual Combat mode)
 - You cannot use soldiers, weapons, stages, or rules that were added in MPO+.
 - Soldier parameters will be adjusted to MPO specifications.
3. Begin preparations for Ad Hoc communications.
 - Join a game** – Connect to another player's PSP® system and join a game (see below).
 - Create a game** – Host a game on your PSP® system.
 - Game options** – Set the game controls and displays.
4. Create a game (see p.33)
 - Rule/map list** – Set the rules and the order of the maps.
 - Detailed settings** – Select from the following four options: First Match, Virtual Combat, Real Combat, and Custom.
5. Begin the match
 - Select team to deploy** – Select a team to deploy from your squad.



After the rule explanation, the teams are divided into red and blue teams if it is a team match, and the game will begin.

SETTING UP A MATCH: LOBBY MENU

Quick-join a game

Join and play a game right away.
Press left/right on the directional buttons to select from the three modes (see p.27) and the rules you want to play by, then press the **○** button to enter. You will automatically be connected to a host, and the game will begin.

Join a game

A list of hosts will appear. Use the directional buttons to select a host, and enter with the **○** button. Various information will be displayed on the host list:

Communication status: The communication status will be shown by color.

Host name: The name of each host.

Friend list: A white mark will appear for players who have been registered to your friend list, and a black mark will appear for those registered to your blacklist. Rules: Match rules are displayed.*

Map: The map to be used is displayed.

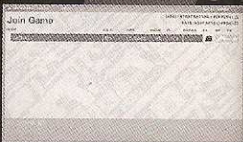
Mode: Either Virtual Combat Mode (VC) or Real Combat Mode (RC) is displayed.

Players: The number of players currently assembled is displayed.

Versus Rating: This is displayed if there is a limit placed on the Versus Rating:

If it is "1000", only players with rating under 1000 can join.
If it is "1000+", only players with ratings over 1000 can join.

Comment: The host's comments are displayed below.



displayed if a password is required



displayed if weapon limits are in place



displayed if rules allow friendly fire

PAUSE MENU

Press the START button during a match to display a map and the menu.

Short message

Send a message to your opponent that you have prepared in advance.

White flag

Raise the white flag. All soldiers defeated will be resurrected, but all of the enemies you have defeated will be resurrected as well. Also, the RC TIME will be reset.

Host Menu (Only available when you are the host)

- Short message
Send a message to your opponent that you have prepared in advance.
- End Chat Room
End the chat room and proceed to the next set game.
- Restart
Restart the match with the same members and rules.
- Send kick warning to a specific player
Send a warning to a specific player to kick them out of the match.
- Kick specific player
Kick out a specific player.

Suicide

Kill your own player. During a team match, you can change your team once.

View rules

Check the current match rules.

View settings

Check the current match settings.

Register friend

Register the player you are currently playing with on your friend list or black list. (Infrastructure Mode only)

Game options

- Options
Change camera and control type settings
- Key config
Change controller button settings

End match

End the match. If you are the host, the entire game will be over, and other players will be forced to quit as well.

CREATE A GAME

Set the rules and host a game.

Host name

Enter a name for the host, using 3 to 15 letters and numbers. Initially, the player name is entered in this field.

Password lock

To limit access to the game to certain players, you can set a password using 3 to 15 letters and numbers. To join the game, players must know the password.

Comment

Enter information for other players to read if necessary.

Rules/map settings

Adjust the rules and map order. Select the line you want to edit, and adjust the rules or maps.

*DM=Deathmatch; TDM=Team deathmatch; CM=Capture mission;
TOM=Team capture mission; CR=Chat room; CM+=Capture mission+; SR=Shooting range

Rule options when hosting a game:

CUSTOM

Mode	Select either Real Combat or Virtual Combat.
Fulton	Set whether or not to use the Fulton extraction system (p.28).
White flag	Set whether or not to use the white flag system (p.28).
Deployment team size	Set the minimum number of members in the deployment team.
Unconscious recovery speed	Set the duration for recovering after losing consciousness.
Kick method	Set the way to kick players.
Member change	Set whether or not to allow member changes.
Damage adjustment	Set whether or not to allow damage handicap when there is a difference in the teams.
Surround indicator display	Set whether or not to display the surround indicator.
Host only	Do not participate in the game – create game only.
Unique character	Set whether to include unique characters.
Max number of players	Set the number of players that can join the game.
VS rating limit	Set access limitations to the game based on VS rating.
Friendly fire	Turn damage from allies' weapons on or off.
Eject for killing teammate	Set a limit on the number of team kills before a player is removed from the game.
Eject for being inactive	Set whether to remove a player from the game after a set time period without controller input.
Team auto-balance	Select whether or not to automatically adjust team sizes when there is a difference between the size of the teams.

DEATHMATCH

Round time (minutes)	Set the time limit for one round.
----------------------	-----------------------------------

TEAM DEATHMATCH

Number of tickets	Set the number of tickets.
Round time (minutes)	Set the time limit for one round.
Win Count	Set the number of rounds required to win.

CAPTURE MISSION +

Round time (minutes)	Set the time limit for one round.
Capture time	Set the length of time you must keep the Keratan to win.

TEAM CAPTURE MISSION

Number of tickets	Set the number of tickets.
Round time (minutes)	Set the time limit for one round.
Win Count	Set the number of rounds required to win.
Capture keep time	Set the length of time you must keep the Keratan to win.

SHOOTING RANGE

Round time (minutes)	Set the time limit for one round.
Win Count	Set the number of rounds required to win.

CHAT ROOM

Round time (minutes)	Set the time limit for one round.
----------------------	-----------------------------------

WEAPON LIMITS

Handguns	Set limits on the use of handgun-type weapons.
Submachine guns	Set limits on the use of submachine gun-type weapons.
Assault rifles	Set limits on the use of assault rifle-type weapons.
Shotguns	Set limits on the use of shotgun-type weapons.
Sniper rifles	Set limits on the use of sniper rifle-type weapons.
Heavy weapons	Set limits on the use of heavy firearm-type weapons.
Knives	Set limits on the use of blades.
Throwing weapons	Set limits on the use of throwing weapons.
Traps	Set limits on the use of trap-type weapons.
Equipment	Set limits on the use of equipment.

PERSONAL DATA

View your records, friend list and blacklist.

Your records

View your records

Friend list

View your current friend list

Blacklist

View your current blacklist

PLAYER RANKING

View your current rank. There are two types of rankings:

Score ranking

A ranking based on the total points earned during gameplay. There are also rankings based on the different rules, and a ranking for all rules combined. All rankings can be viewed based on "total rankings" and "rankings for the current week."

VS Rating ranking

A ranking based on the rating that varies depending on your skill and experience.

GAME SHARING

With game sharing, you can use the PSP® system's Wireless (WLAN) communications (Ad Hoc communication function) to share MPO+ with other PSP® systems. The player giving MPO+ and the player receiving the game should each follow their respective instructions.

Also, share games from one PSP® system to one PSP® system at a time. To share with multiple PSP® systems, go through the following steps multiple times.

THE PERSON GIVING MPO+

The person giving MPO+ needs a PSP® system and the MPO+ UMD™ disc.

1. PSP® system settings
Turn on the PSP® system's Wireless (WLAN) switch.
2. Send game
Go to MPO+ Game Sharing. Select Game Sharing from the Title Menu.
3. Select "Send game" with the directional buttons, and enter with the  button. You will proceed to the sending wait screen.



THE PERSON RECEIVING MPO+

The person receiving MPO+ only needs a PSP® system. No MPO+ UMD™ disc is necessary.

1. PSP® system settings

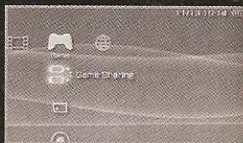
Turn on the PSP® system's Wireless (WLAN) switch, then use the PSP® system's Home Menu to select Game Sharing. This will automatically search for PSP® systems ready to send a game.

2. Make a request

The search results will be displayed. Check the game name and the name on the other person's PSP® system and select the PSP® system from which to receive MPO+. A request will be sent.

3. When the request is approved, the screen shown at the right will appear, and you will begin to receive MPO+. Leave your PSP® system as is until the transfer is complete.

4. When the transfer is complete, press the (O) button to start MPO+, and begin the game. If you turn off power on your PSP® system or end the game by pressing the HOME button, then MPO+ will disappear.



CYBER-SURVIVAL+

You can deploy the teams from your squad out onto the internet. The deployed team will wander the server and fight against other teams it encounters. Select "Extract" from the menu to return your team to your PSP® system. Depending on their combat results, they may return with prisoners or new volunteers.

1. PSP® system settings

Turn on the PSP® system's Wireless (WLAN) switch.

2. Select CYBER-SURVIVAL

From MPO+'s MATCH mode, select CYBER-SURVIVAL.

3. Access the server

The access point selection screen will appear. Refer to settings information from your internet service provider and settings from your Wireless (WLAN) access point.

4. Connect to the server

When you successfully connect to the internet, the MPO+ online agreement will appear. Use the directional buttons to agree or disagree, and enter with the (O) button. If the connection fails, confirm that your connections and settings are correct.

5. Login to the server - Login menu

Log in to server - If you already have an account ID, log in from here.

Create account - Create a new account ID.

Delete account - Delete an unnecessary account ID.

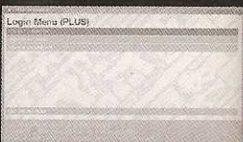
6. Create account

Account ID - Enter the Account ID you want, using 3 to 15 letters and numbers.*

Password - Enter the password for your Account ID, using 6 to 15 characters.

Confirm password - Re-enter the password for confirmation.

Player name - Enter the player name you want, using 3 to 15 letters and numbers.*



7. Input ID and password - Log in to the server and input each.

Account ID - The Account ID you registered when creating the account.

Password - The password you created along with your Account ID.

8. Cyber-Survival+ Menu

Use the directional buttons to select an item from the Cyber-Survival+ Menu and enter with the (O) button.

Deploy Team

(Cannot be selected when a team is deployed)
Select and deploy a team.

Withdraw Team

(Can be selected only when a team is deployed)
Extract a deployed team.

Battle report

View past combat reports.

Ranking

View national rankings.

Online news

Important messages and event information for the player.

Personal messages

View messages addressed to you.

Help

Describes how to play Cyber-Survival+ mode. Read carefully before deploying a team.

End Cyber-Survival+

End Cyber-Survival+ and return to Briefing.



TRAINING

Take on a simple mission to practice game controls.

BOSS RUSH

Fight against boss characters from Metal Gear Solid®: Portable Ops.

Note: You must fulfill certain requirements in order to play this mode.

TRAINING

A mode where you can practice your controls and learn how to use weapons.

1. Mission start

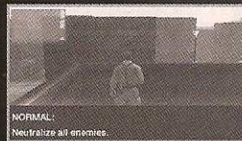
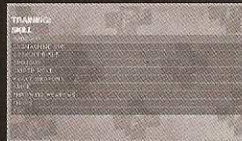
Select the difficulty level and the training topic. Select with the directional buttons and enter with the (O) button.

2. Mission display

The goal of the mission is displayed.

3. Mission cleared

Once the mission is cleared the training is complete.



* If the Account ID or Player Name you want has already been registered by another player, they cannot be used. Try entering a different Account ID or Player Name.

HANDGUNS



Mk22	Ammunition (9mm tranquilizer bullets). Tranquilizer gun. CGC capable. Suppressor equipped.
M1911A1	Ammunition (.45ACP). Automatic. CGC capable.
Mk23	Ammunition (.45ACP). Special Forces spec. CGC capable.
SA&	Ammunition (.45LC). Revolver.

SUBMACHINE GUNS



Scorpion	Ammunition (.32ACP). Small, short machine gun.
Uzi	Ammunition (9x19mm). General-use light machine gun.
M10	Ammunition (9x19mm). Suppressor equipped.
P90	Ammunition (5.7x28mm). Small, short machine gun.

ASSAULT RIFLES



M16A1	Ammunition (5.56x45mm). Small-bore assault rifle.
XM177	Ammunition (5.56x45mm). M16 upgraded for Special Forces units. Suppressor equipped.
AK-47	Ammunition (7.62x39mm). Large-bore assault rifle.
FAMAS	Ammunition (5.56x45mm). Small-bore assault rifle.
M4A1	Ammunition (5.56x45mm). Special Forces spec. small-bore assault rifle.
AKS-74u	Ammunition (5.45x39mm). Special Forces spec. assault rifle.

SHOTGUNS



M37	Ammunition (12 gauge). Sawed-off shotgun.
M870	Ammunition (12 gauge). Pump-action shotgun.

SNIPER RIFLES



SVD	Ammunition (7.62x54R). Dragunov sniper rifle.
Mosin-Nagant	Ammunition (7.62mm tranquilizer bullets). Semi-automatic tranquilizer sniper rifle.

HEAVY WEAPONS



M63	Ammunition (5.56x45mm). Machine gun.
RPG-7	Ammunition (85mm HE/HEAT) Anti-tank missile.

KNIVES



Survival knife	Standard issue knife. CGC capable.
Spetsnaz knife	Switch to first-person view and throw blades with the attack button (Ⓢ button).
H.F. blade (High-frequency)	Powerful sword.
Ninja blade	Sword wielded by ninja.

THROWING WEAPONS



Grenade	Hand grenade that damages the surrounding area.
Stun grenade	Hand grenade that knocks enemies unconscious.
Chaff grenade	Hand grenade that jams electronics.
Smoke grenade	Creates smoke.

TRAPS



TNT	Can be exploded via remote control.
Claymore	Anti-personnel land mine. Explodes on contact.
Magazine	Distracts (most) male characters.

EQUIPMENT



Batteries will drain as electronic equipment is used. When the batteries reach zero, that equipment can no longer be used. You can recharge batteries by picking up new batteries or by returning to Briefing.

Binoculars	View enlarged images of faraway objects. Cannot be used in conjunction with other weapons.
Infrared goggles	Shows heat signatures. Uses batteries.
Night vision goggles	Enhances night vision. Uses batteries.
Mine detector	Indicates nearby mines with sound. Uses batteries.
Cardboard box	A box to hide in.
Shield	Protects against attacks. Cannot be used in conjunction with other weapons.
Bako the Duck	A decoy that confuses enemy soldiers.
Body armor	Bulletproof vest. Reduces damage.
Stealth camouflage	Uses optics to reduce your visibility. Uses batteries.
Fulton extraction system	Interrupt missions and bring back items and captured soldiers.
Battery	Replenish batteries of all items. (Automatically used when found.)

AMMUNITION



9mm tranquilizer bullets	Mk22
9x19mm	Uzi, MAC10
.32ACP	Scorpion
.45LC	SA&
.45ACP	M1911A1
5.56x45mm	M16, XM177, M63
7.62x39mm	AK-47
7.62x54R	SVD
7.62 tranquilizer bullets	Mosin-Nagant
12 gauge	M37, Remington M870
85mm	HE/HEAT RPG-7
5.7x28mm	P90

MEDICINE



Medical Kit S	Life recovery (small).
Medical Kit L	Life recovery (large).
Rations S	Stamina recovery (small).
Rations L	Stamina recovery (large).
Pentazemine	Reduces hand movement in first-person view. Increases accuracy.



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